IN THE CLAIMS

1. (amended)   In a ~~an electronics assembly engineering~~ system comprising a computer subsystem, which includes an electronics assembly engineering system, in which user-defined data structures accessible to editor software have referential integrity, and in which user modifications to the data structures during editing are made directly to the data structures rather than indirectly by way of a temporary file, a method for permitting naming and manipulation of the data structures, the method comprising the steps of:

providing close, discard and rename functions for the data structures, if a newly-created data structure is being edited;

providing close and copy functions for the data structures if an existing data structure is being edited; and

excluding a save-as function for the data structures.

5. (amended)   In a ~~an electronics assembly engineering~~ system, a computer subsystem in which user-defined data structures accessible to editor software have referential integrity, and in which user modifications to the data structures during editing are made directly to the data structures rather than indirectly by way of a temporary file, the subsystem comprising:

an electronics assembly engineering system;

a computer-readable media having stored on it instructions for performing naming and manipulation functions for the data structures, the functions comprising (i) close, discard and rename functions for the data structures, if a newly-created data structure is being edited; and (ii) close and copy functions for the data structures if an existing data structure is being edited; and the functions not comprising a save-as function for the data structures.

10. (amended)   A computer-readable media comprising ~~for use with~~ an electronics assembly engineering system comprising a computer subsystem in which user-defined data structures accessible to editor software have referential integrity, and in which user modifications to the data structures during editing are made directly to the

data structures rather than indirectly by way of a temporary file, the media having stored on it instructions for performing a method for permitting naming and manipulation of the data structures, the method comprising the steps of:

providing close, discard and rename functions for the data structures, if a newly-created data structure is being edited;

providing close and copy functions for the data structures if an existing data structure is being edited; and

excluding a save-as function for the data structures.

11. (amended) A computer-readable media comprising for use with an electronics assembly engineering system comprising a computer subsystem in which user-defined data structures accessible to editor software have referential integrity, and in which user modifications to the data structures during editing are made directly to the data structures rather than indirectly by way of a temporary file, the media having

stored instructions for performing naming and manipulation functions for the data structures, the functions comprising (i) close, discard and rename functions for the data structures, if a newly-created data structure is being edited; and (ii) close and copy functions for the data structures if an existing data structure is being edited; and the functions not comprising a save-as function for the data structures.

20. (amended) A method for enabling naming and manipulation functions for data structures in a computer subsystem comprising of an electronics assembly system engineering system, the computer subsystem coupled to a display and also employing transacted service, wherein the data structures have referential integrity and temporary copies of data structures are not created during editing of the data structures, the method comprising the steps of

presenting on the display a representation of a plurality of data structures; and

providing a plurality of functions for either or both of naming and manipulation of data structures, the plurality of functions excluding a save-as function.

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